

# Operating Manual



## Airhockey Typhoon

Airhockey Typhoon de Luxe

Englisch



Made by Gauselmann



*Airhockey Typhoon*



*Airhockey Typhoon de Luxe*

Airhockey Typhoon (de Luxe) is a highlight wherever it is installed. Airhockey Typhoon (de Luxe) is a unique attraction due to its breath-taking design.

- Design at its finest
- Highest ergonomic by a new board design
- The quietest Airhockey - reduced by or ingenious construction of the boards
- Comfort equipment with light (Black Light)

**Note**

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**Airhockey Typhoon**  
**Manual**  
**1st revision**  
30-04-2008

For current product information  
please refer to  
[www.merkur-gaming.com](http://www.merkur-gaming.com)



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## General Safety Instructions

The technical documentaries (installation manual, operating manual, directions of playing) contain basic instructions and operating steps which are to be observed and adhered to during installation/starting. Ensure that the technical documentaries are available on site during installation.

Only allow qualified expert personnel to perform transport, installation and commissioning as well as service and repair work (IEC 364 and CENELEC HD 384 or DIN VDE 0100 and IEC 664 or DIN VDE 0110).

Qualified expert personnel in accordance with these basic safety instructions are persons familiar with installation, starting and operation of this product and have the respective qualifications regarding their work.

Ensure that all persons instructed to install and commission this product have read and understood the contents of the manuals.

Observe and adhere to the operating manual and particularly the safety regulations valid in your country (e.g. VDE 0100) to avoid damage and hazards.

In addition to these safety regulations, the general, mandatory accident prevention measures valid in your country apply. Furthermore, the rules for health and safety at work are valid.

The manufacturer does not assume any liability for accidents, injuries and damage caused by improper handling, use other than that intended and non-approved modifications. Non-approved refurbishing and modifications are forbidden for safety reasons. Only use original accessories!

## Identification

The specified safety instructions are identified by general danger symbols.



### **Attention! / Danger!**

- Safety sign according to DIN 4844 -W9



### **Warning of electrical voltage!**

- Safety sign according to DIN 4844 -W8



### **Information/ Tips**

Practical general information or tips are given.

The operating steps are numbered according to their order.



### **Safety Instructions / Airhockey Typhoon (de Luxe)**

Safety Instruction (Label with pictograms) always clearly at a visible place!

- The mallets must be held firmly in the hand by the player.
- The puck must be hit only with the mallet.
- The puck should move exclusively on the playing surface.
- Wobbling pucks should no longer be played.
- Do not sit on the table and keep fingers clear the cushion all times.
- Shooting the puck beyond the boundary must be avoided.
- Never place food or beverages on the table.



## **Inspection upon Receipt**

Check the unit for transport damage immediately after receipt. Note visible damage on the delivery note of the shipping agent or inform us immediately after receipt of the consignment.

Remove the enclosed installation material. If the power connector does not comply with the standard prescribed for your country, install a suitable power connector to the cable.



### **Warning !! Danger caused by electrical shock**

Only allow qualified electricians to install the power connector. Non-observance will put you and other personnel at risk!

## **Transport, Installation, Starting**

### **Selection of the installation site and transport**

Only erect and commission the unit in enclosed and dry rooms!

Prior to transport, check the transport paths and means on site. Ensure that sufficient personnel is available to transport the unit. Be careful with suspended housing components or lighting.

Position the unit on a solid, level floor with sufficient load bearing capacity. Never cover venting openings. Adhere to the specified spacing to walls (min. 10 cm).

Never position the unit in the vicinity of:

Life saving devices, e.g. Emergency Exits, fire extinguishers, etc.

Containers with easily inflammable material, water or chemicals.

Heat sources, e.g. heaters, openings of air conditioners or in direct sun radiation.

Ensure that the ambient temperature of the erection site does not exceed 40°C.

Do not apply any load to the unit which can result in malfunctions or defects, e.g. strong vibrations, extreme dust or soil, direct sun radiation or heat, rain or humidity, strong magnetic fields or radio waves.

A correctly installed, earthed, fuse-protected mains outlet must be available directly at the location of unit erection. Ensure that the power circuit is not overloaded once the unit is connected.

Route the power cable and connection cable so that nobody can trip over the cables. Non-observance can result in severe injuries or damage to the cables.

Never kink or place heavy objects on the power and connection cables, otherwise the insulation can be damaged. This may result in unprotected mains voltage, short-circuit and fire.



### **Information / Tips for the Transport of the Airhockey Typhoon (de Luxe)**

*The unit should never be placed with the playing surface downward - either for transport or for installation. The unit must be placed on its side for transport. The side with the coin door must thereby face upward. For avoiding damage to the coin door, it must be ensured that this side wall never be subjected to load during transport!*

## **Installation**

Install the unit according to the installation manual. Never perform work when voltage is applied to the unit, do not yet plug in the mains connector, only after completing the erection!

Ensure that installation is always carried out by several persons. During installation have the upper components secured by personnel during installation, use ladders or steps.

Protect partly assembled components / individual segments against tilting.



## Starting

Prior to starting, ensure that all connectors are correctly plugged in. Particularly check the protective earth (PE) conductor connections of all accessible metal parts. Mismatching can destroy the unit. Damage is excluded from our warranty.

Carry out the electrical installation according to the valid regulations (e.g. fuse protections, protective earth (PE) conductor connections). For electrical unit data, please refer to the type plate.

Prior to switching the unit on, always ensure that it is appropriately installed and fastened.

If non-familiar noise, smoke or unusual smell is detected after switching on the unit, immediately pull the mains connector and do not continue operation of this unit.

## Inspection, Service, Maintenance



### **Warning !! Danger caused by electrical shock**

Do not carry out any work on the unit when voltage is applied. Always isolate the unit prior to opening.

Never pull or connect plugs inside the unit as long as voltage is applied. Always isolate the unit prior to starting repair work!

### **Service/Care instructions**

For cleaning, switch off the unit and pull the power plug!

Use a soft, moist (not wet) cloth to clean the housing. Do not use any cleaning agents or thinners containing alcohol or spirit.

Carefully clean the touch screens by means of a soft cloth and a glass cleaner.

### **Warning !**

This unit contains a lithium battery. Do not open, burn, recharge or expose it to temperatures above +60°C. Dispose of the battery according to national regulations.



### **Information / Tips Care and maintenance Airhockey Typhoon (de Luxe)**

**Radial Fan:** From time to time, the dust filter of the radial fan should be cleaned or replaced. An insufficient air cushion impairs the playing pleasure.

**Playing Surface:** The playing surface should be thoroughly cleaned at least once daily. The coated, coloured playing surface must be cleaned with commercially available colourless furniture polish. A moistened polishing cloth should be employed for cleaning; the fan should always be in operation during the cleaning process.

**Puck, Game Mallet:** As dictated by the playing frequency, the ring and felt disc should be on the game mallet. If the surface of the puck is severely damaged, it loses its sliding properties. In this case, the puck should be replaced.

## Disposal of old machines

In order to meet the requirements of the Electrical and Electronic Equipment Act (ElektroG) and the European Directive 2002/96/EC (WEEE), the supplied machines are to be returned to the manufacturer at the end of their commercial use. If not, the machines must be disposed of in accordance with the requirements of the Electrical and Electronic Equipment Act (ElektroG). Please support this initiative to protect the environment.





## Technical Data

### Dimensions / Weights (approx.)

Height / without Lighting:	85,40 cm	adjustable by cup feet
Height / with Lighting:	197,00 cm	Design "de Luxe"
Width :	128,00 cm	
Length:	249,10 cm	
Weight / without Lighting:	183 kg	
Weight / with Lighting:	210 kg	Design "de Luxe"

Fig. 1: Top view

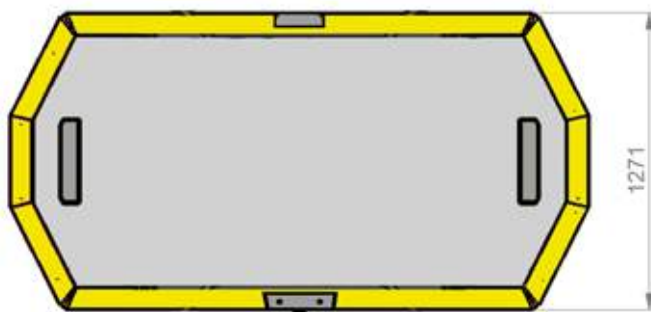


Fig. 2: Side view

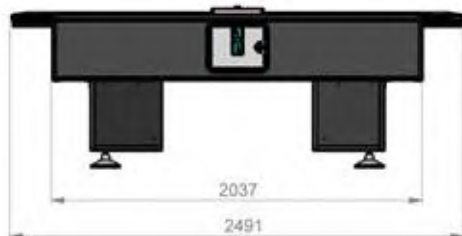
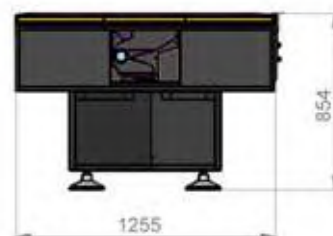


Fig. 3: Front view



### Connection values:

Mains voltage: 110-230 Volt  
Mains frequency: 50-60 Hertz  
Rated consumption: according to type plate

### Lighting:

LED technology  
Fluorescent tubes in the attachment

### Coin Validator:

NRI Coin Validator G13 MFT\*

### Basic Information

#### Investment

0,50 € / 1 € / 2 € (adjustable)\*

**Note:** \* = special variation at request





## Installation / Assembly

### Installation feet

- The table is positioned on its side with the door facing upward.
- Join the two parts of each base and screw them. (see Fig. 1)
- Fix both complete bases on the bottom of the chassis . (see Fig. 2)
- Screw the feed into the bases. (see Fig. 2)
- After the installation of the bases, the playing surface has to be adjusted finely by means of the feet.

Fig. 1

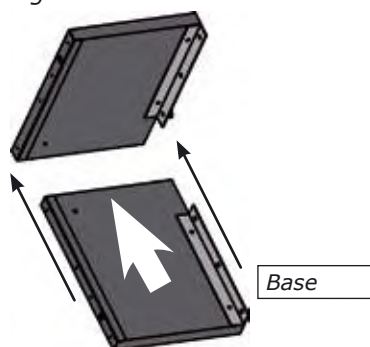


Fig. 2

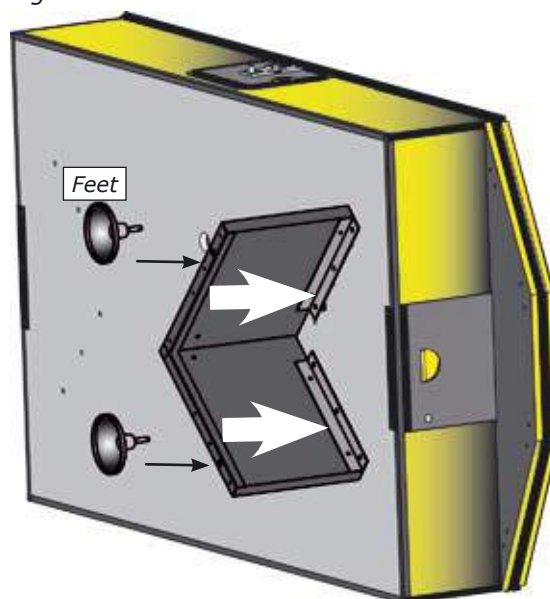
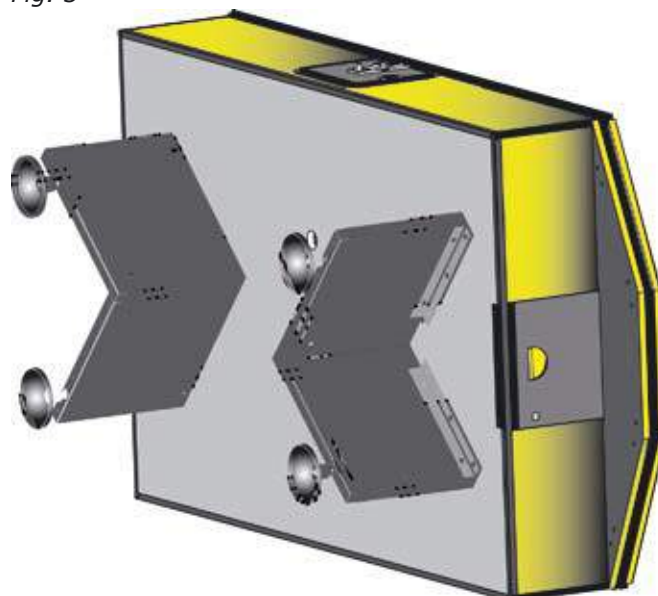


Fig. 3



### Attention!

Ensure that the individual and the installed parts always have sufficient stability.

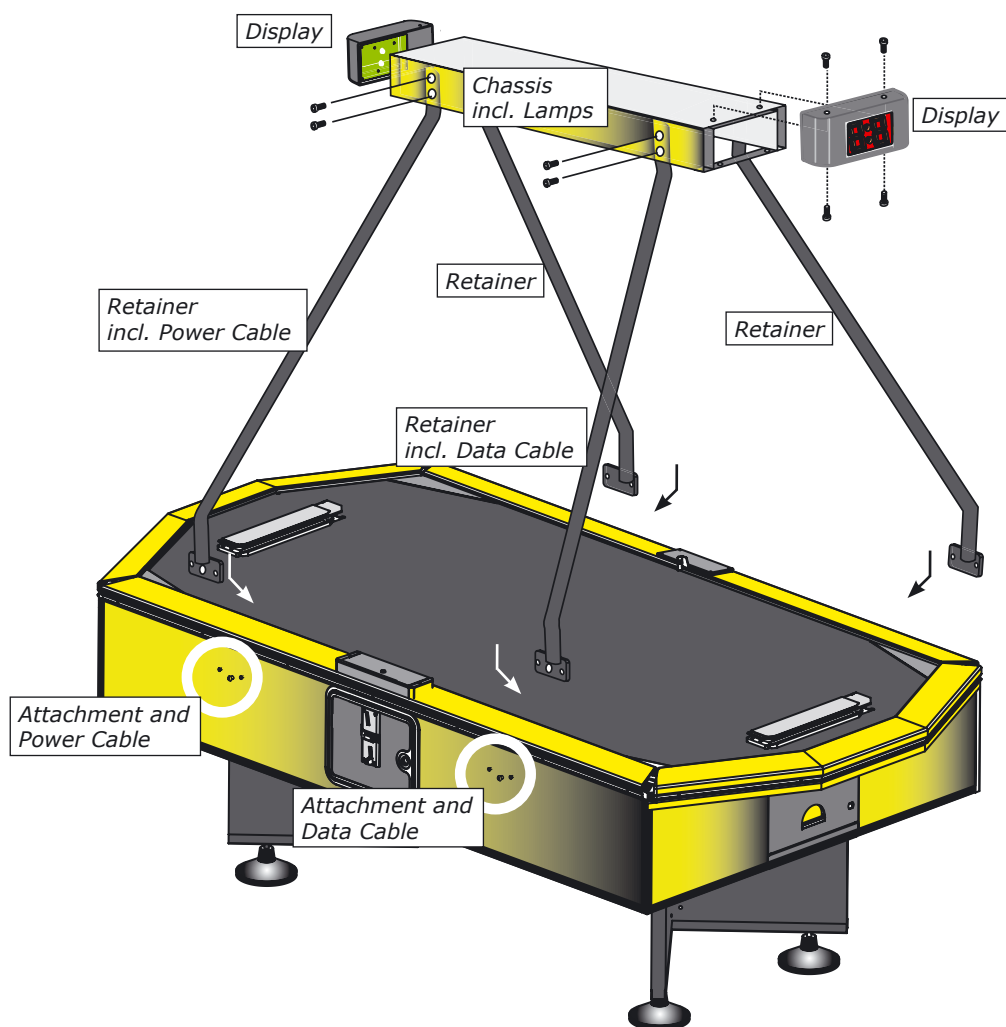


## Installation Lamp (Design "de Luxe")

Necessary cable connections and holes are prepared during production.

- Before starting the installation unscrew the two displays.  
(connect the Power Cable and 8 pin. Data Cable)
- Retainer (look at the cable) on both sides with 1 Allen screw and 2 Spax screw attached on the table.
- Chassis Lamp with 2 Allen screws attached at the retainer.
- Cable (Power and Data Cable) both then and perform ad displays plate.
- Complete unit justify and the retainers fixed with the Spax screws.

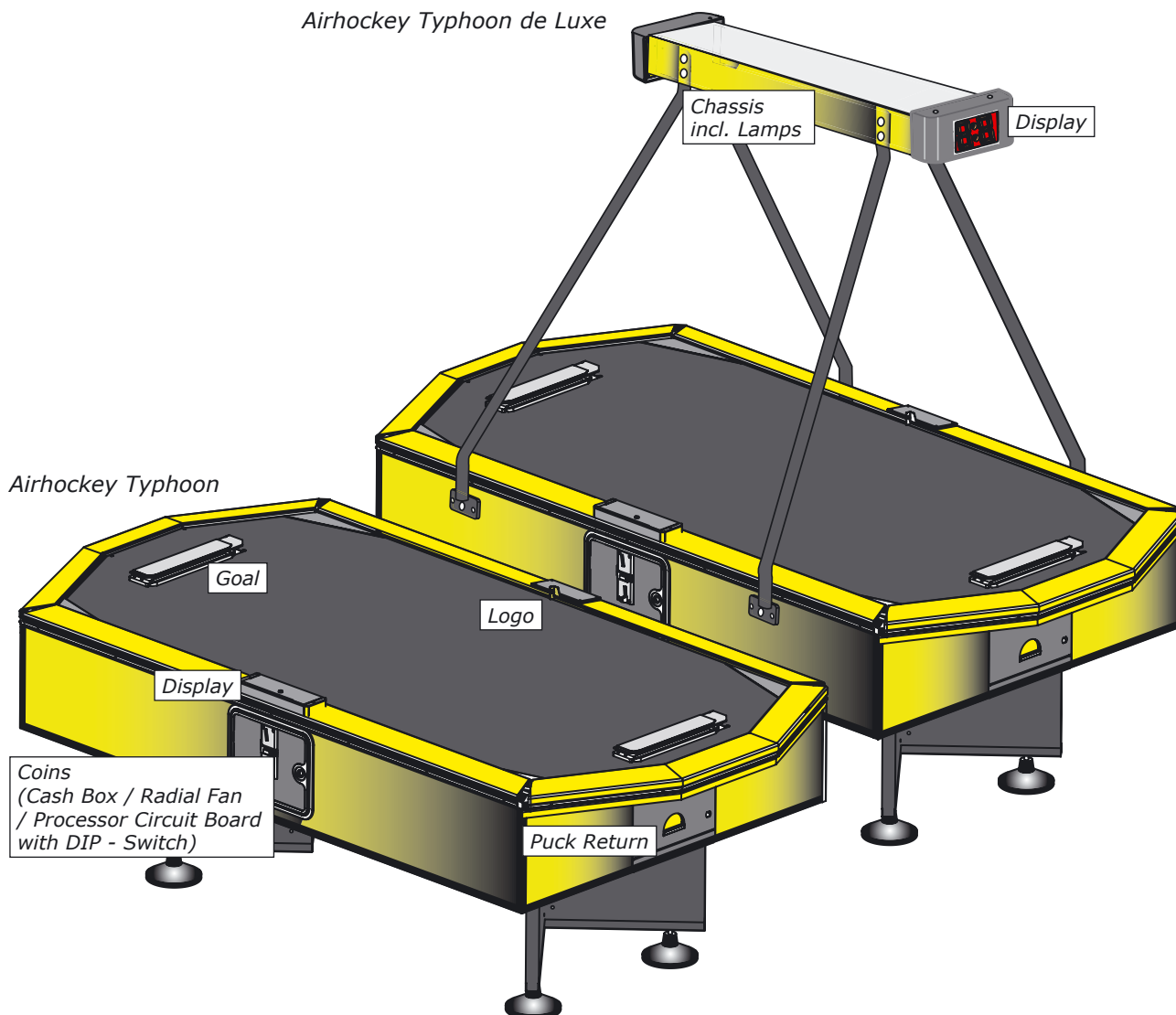
Within the unit is no additional wiring.





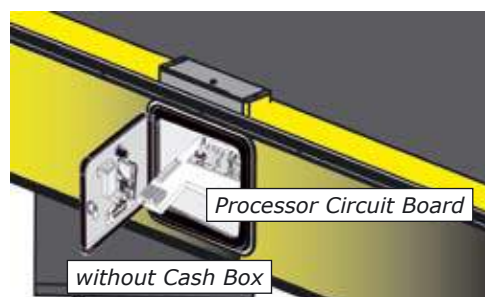
## General Information

### Airhockey Typhoon de Luxe



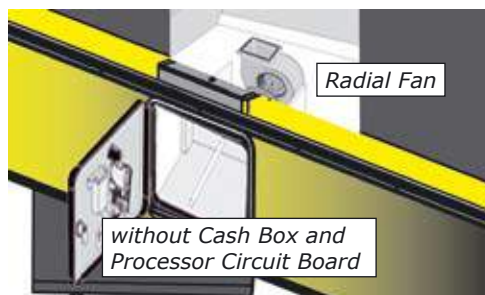
### Processor Circuit Board/ Cash Box

After opening of the coin validator door, the processor circuit board with the DIP - switches and fuses is accessible. The cash box can be protected against unauthorized access by means of an additional padlock.



### Radial Fan

The fan is located at the middle of the table and is accessible by way of the coin validator door.





## ***Directions for playing***

### **Game Preparation**

- With a toss of a coin the referee determines the player who is entitled to select the side or perform the kick-off.

### **Hitting**

- The mallet must be guided with the smooth side facing downward on the table and held firmly.
- The player hits "offensively" if he strikes the puck with a forward motion.
- If, on the contrary, the puck is struck with a backward or sideways motion, one speaks of a "defensive" hit. The same is true if the mallet is not moved.
- Hitting the puck is permissible only for that player in whose half the puck is situated in each case. If it is completely or partially in contact with the centre line, both players may hit the puck.
- A player has a maximum of seven seconds for driving the puck out of his half of the playing field.

### **Kick - Off**

- A kick-off is performed by the entitled player from his half at the beginning of the game, after a goal or a foul.

### **Goal**

- A goal counts if the puck is shot into the goal and falls in.

### **Simple Fouls**

- A foul is committed if a player's mallet passes beyond the centre line.
- The offensive player commits a foul if the puck leaves the table after an "offensive" shot. This rule also applies if the defensive player strikes the puck with a "defensive" hit.
- A foul is committed if a player releases the mallet.
- A foul is committed if a player violates the seven-second rule.

### **Technical Fouls**

- A player commits a technical foul if he touches the puck with anything other than the mallet.

### **Penalties**

- After a simple foul, the "innocent" player receives the puck and is entitled to a kick-off.
- After a technical foul, the "innocent" player is entitled to a free kick to the opponent's unguarded goal. If he fails to achieve a direct goal, the game continues immediately.

### **Uncertain Fouls**

- One speaks of an "uncertain" foul if the referee cannot determine unambiguously which player has committed the foul.
- In this case, the puck is placed on the centre line. After release by the referee, both players may hit simultaneously.

### **Instructions Tournaments**

- The tournament mode (k.o. system, or "every-one against everyone"), the playing mode (with respect to time or goals), the rules for starting and coinage, allotment of points in the case of victory and defeat, as well as the referee selection are announced by the organizer in each particular case.



### ***Attention!***

Please be certain to observe the safety instructions on and around the game table!



## DIP - Switch Setting

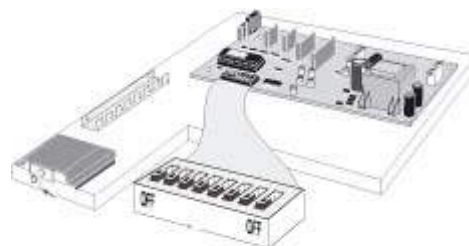
### Coinage Setting

The coin values for the AIR HOCKEY TYPHOON sport table are provided with a specific national basic setting upon delivery. (See table for factory setting.)

By means of a universal programme, the coin values - in conjunction with the coin validator - can be freely programmed, and the set values will be correspondingly indicated on the display.

(For setting coin value see page 16)

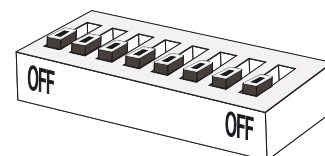
DIP - Switch behind Coin door



DIP - Switch

### Explanation DIP Switch Setting

After reprogramming, or in the playing mode, all DIP switches must be set to the **OFF** position.



DIP - Switch

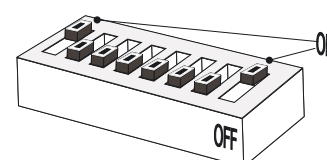
## Coin Values

### Coin Values Coin Channel 1

A value is assigned to the coin for channel 1. This determines the number of credit pulses which are given for this coin.

With the setting of DIP switch 4, the number of credit pulses required for a game is preset.

**Value: 0 - 20**

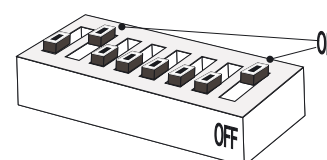


DIP - Switch 1 and 8 at ON

### Coin Values Coin Channel 2

In this case, a setting is feasible only if the coin validator has been programmed for accepting a second type of coin.

**Value: 0 - 20**

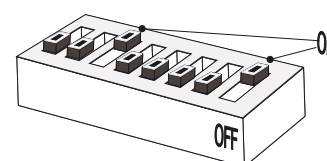


DIP - Switch 2 and 8 at ON

### Coin Values Coin Channel 3

In this case, a setting is feasible only if the coin validator has been programmed for accepting a third type of coin.

**Value: 0 - 40**



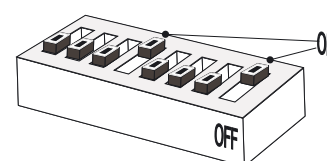
DIP - Switch 3 and 8 at ON

### Value One Game

In this case, a value is preset for the number of credits to be deducted for one game.

The game price is specified by the settings, "coin values for channels 1 to 3", and the "value for one game"

**Value: 1 - 20**



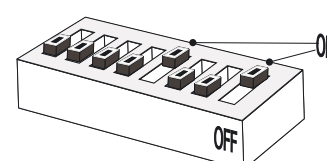
DIP - Switch 4 and 8 at ON

### Maximal Number of Goals per Game

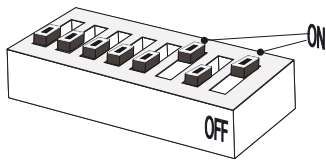
By means of this setting, a game can be limited to a maximum number of goals (achieved by one player).

The game is terminated even if the preset playing time has not yet elapsed completely. At the "0" setting, the goal limitation is disabled, and the game duration is determined purely by the time.

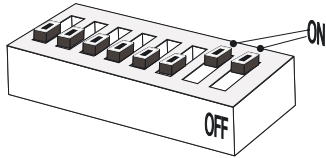
**Value: 0 - 9**



DIP - Switch 5 and 8 at ON



DIP - Switch 6 and 8 at ON



DIP - Switch 7 and 8 at ON

### Maximal Playing Time

By means of this setting, the playing time can be limited to a value between 1 and 15 minutes.

**Value: 1 - 15**

### Setting Counter Mode

**0** The mechanical counter indicates the number of games started.

**1** The counter indicates the coin values programmed under 1 to 3.

**2** Special mode for the Netherlands:

4 counting pulses for a coin in channel 1

10 counting pulses for a coin in channel 2

20 counting pulses for a coin in channel 3

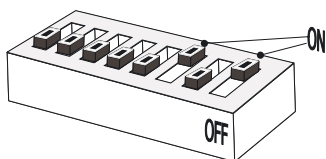
**Value: 0, 1, 2**

### Time- / Goal- Play

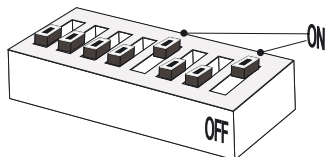
#### Time- / Goal- Play

Either time play or time-goal play can be selected.

- In the case of time play, a credit-dependent playing time is preset and is indicated on the "playing time" display upon pressing of the "start" push-button.
- In the case of time-goal play, a maximal number of goals is preset in addition, and is indicated upon pressing of the "start" push-button. If one of the players has attained this number of goals, or if the preset time has elapsed, the game is terminated.



DIP - Switch 6 and 8 at ON



DIP - Switch 5 and 8 at ON

### Time- Play

Time- Play = DIP - Switches 6 and 8 at ON  
(maximal playing time)

### Time- / Goal- Play

Time- / Goal- Play = DIP - Switches 5 and 8 at ON  
(maximal number of goals)



### Attention!

After reprogramming or in the playing mode, all DIP - Switches must be set to the OFF position!





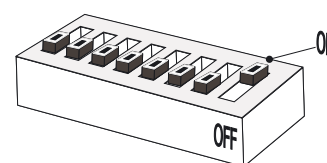
## Display Functions

- 1 Goals Player 1
- 2 Goals Player 2
- 3 Credit Indicator
- 4 Playing time for pure time play, or for combined time- / goal- play
- 5 Start Push - Button



### Check Settings

- The coin door is opened and the service switch is set.
- DIP - Switch 8 at ON.
- Start Push - Button held pressed and the service switch is pulled.
- Start Push - Button released.



DIP - Switch 8 at ON

### Indicated Display:

The following values are indicated on the display:

#### Display "GAMES"

"A" for indication is displayed.

#### Display "GOALS" right

The corresponding function of DIP - switches 1 to 7 is indicated here.

#### Display "PLAYING TIME"

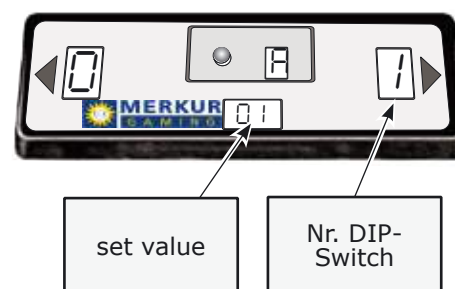
The set value of the indicated DIP - switch is shown here.

#### Display "GOALS" left

A "0" is indicated continuously.

#### Start Push - Button

By pressing the "start push - button", all DIP - switches and programmed values can be indicated in succession on the display.



### Table DIP - Switch Function:

DIP - Switch Function	
DIP - Switch	Function
8	Setting indication
1 and 8	Coin value channel 1
2 and 8	Coin value channel 2
3 and 8	Coin value channel 3
4 and 8	Value for 1 game
5 and 8	Maximal number of goals
6 and 8	Maximal time for 1 game
7 and 8	Counter mode



#### Information

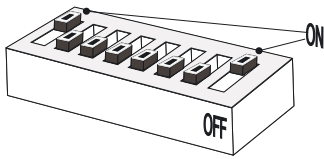
A change in values is programmed in the display mode is not possible?

After the check, DIP - switch 8 must be set in position "OFF" .

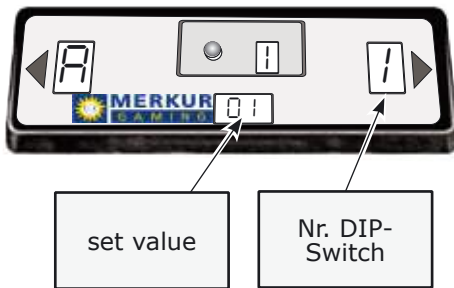




## Coinage Setting



DIP - Switch 1 and 8 at ON



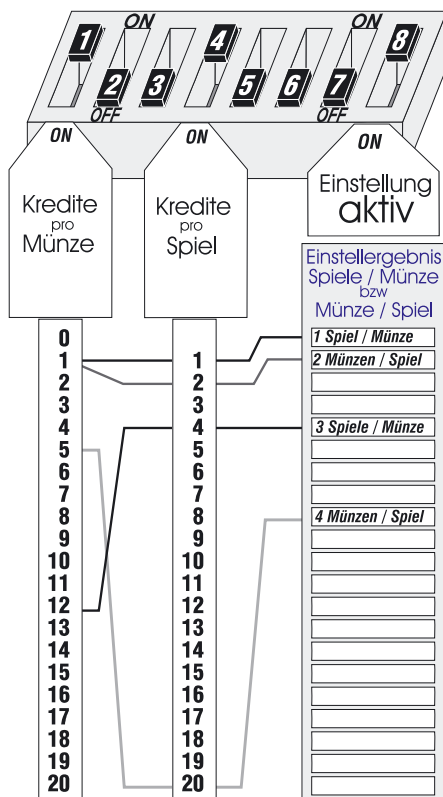
## Resetting Coin Value

### Channel 1 (DIP - Switch 1)

- Open coin door.
- Service switch is set to central position.
- DIP - switch 1 and 8 at ON.
- Start push - button is held depressed.
- Service switch is pulled while the push button is held depressed.
- Start push - button is released.
- Memory location (DIP - Switch 1) is indicated on the "Games" display and the associated value is indicated on the "Playing Time" display.
- Desired coin value is set by pressing a key.

The setting is stored in memory by inserting a coin in correspondence with the value set for channel 1 of the coin validator. The value must be indicated on the coin validator.

The game price is determined by the values set on DIP switches 1 and 4. (see table)



## Setting Value per Game

### (DIP - Switch 4)

If the electronic coin validator is programmed for all 3 coin channels, the set "Value per game" applies to all channels.

- Service switch is reset to central position.
- DIP - switch 4 and 8 at ON.
- Start push - button is held depressed.
- Service switch is pulled while the push button is held depressed.
- Start push - button is released.
- Memory location (DIP - Switch 4) is indicated on the "Games" display and the associated value is indicated on the "Playing Time" display.
- Desired coin value is set by pressing a key.
- The setting is stored in memory by inserting a coin in correspondence with the value set for channel 1 of the coin validator. The value must be indicated on the coin validator.

If the electronic coin validator has been prepared for all three coin channels, the programming for the other channels proceeds in the same order.



## Example:

### Example: Coin Setting

A game table is equipped with a coin validator whose channels have been programmed as follows:

Channel 1: 0,50 €  
 Channel 2: 1,00 €  
 Channel 3: 2,00 €

A game price of 0,50 € is desired, a bonus game is to be allowed for a 2 € Coin.

In this case, programming must be as follows:

For each 0,50 € and 1 € coin, 1 and 2 credit pulses, respectively, are issued; correspondingly, 5 credit pulses are issued for each 2 € coin.

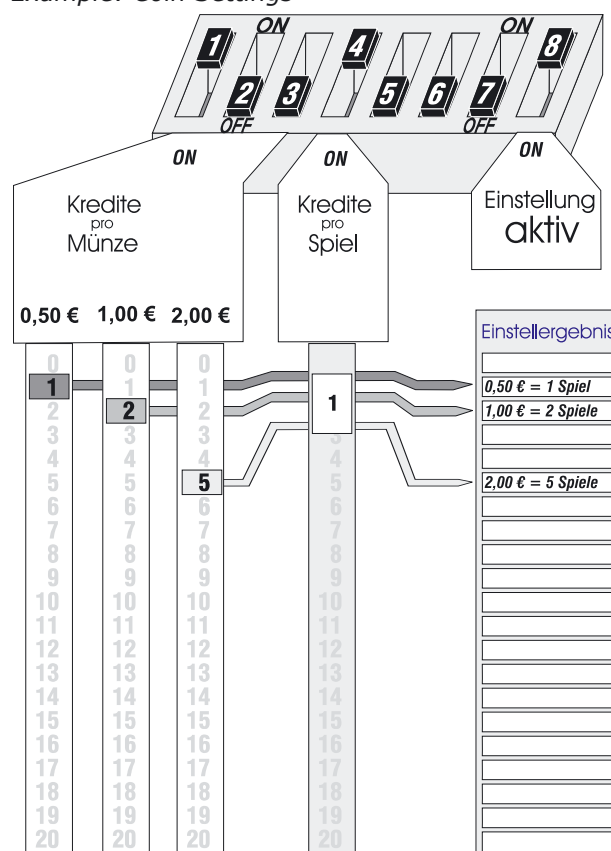
Thus, for a setting of "Value for 1 game".

(DIP - Switch 4) to "1"

Insert:

1 x 0,50 € 1 Game  
 1 x 1,00 € 2 Game  
 1 x 2,00 € 5 Game

Example: Coin Settings





## **Handling Time Play- / Goal - Play Time Play**

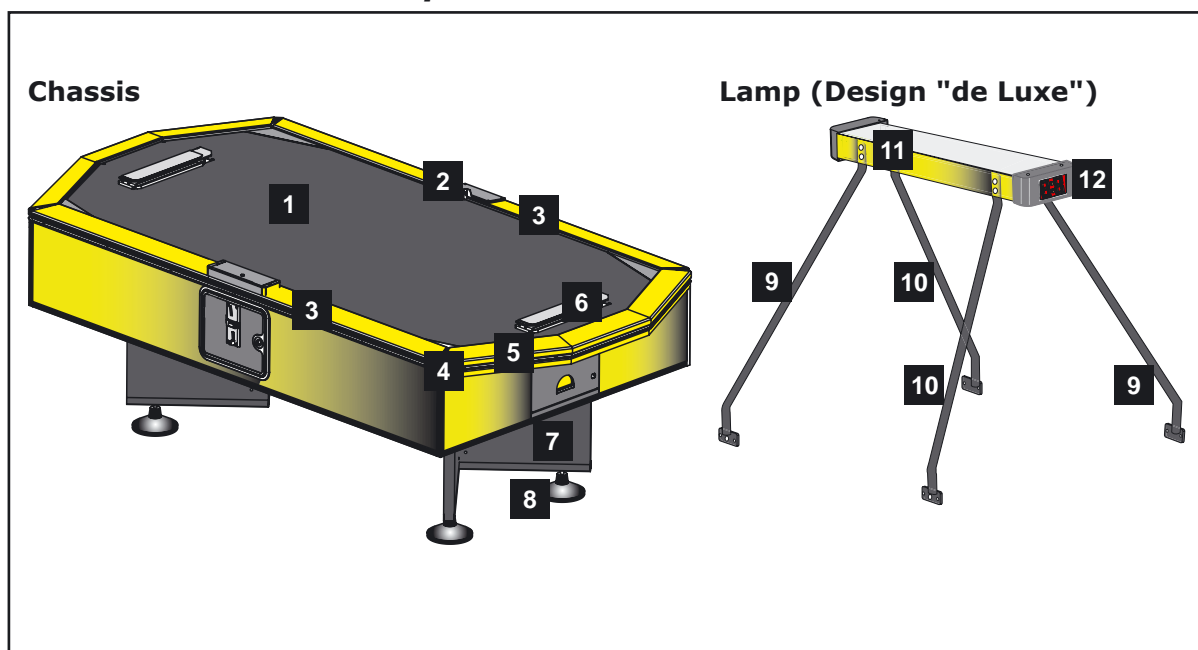
1. At the beginning of the game (basic position), the game display indicates zero.  
All other displays are inactive.
2. After credit presentation (see presets), the number of games is indicated on the "Games" display.
3. Upon pressing of the "Start" push-button, the "Number of goals" display flashes with "0", and the set number of games is indicated in the normal manner. The fan starts, and the puck is released.
4. If a player has achieved nine goals, the puck is withheld, and the credit display as well the "Number of goals" display flash for 30 seconds.  
If the start function is not actuated within the waiting period, the game is terminated.
5. Upon pressing of the "Start" push-button, playing is continued for the remaining time without deduction of credit. The number of goals is reset to zero.
6. If the playing time has elapsed, the puck is withheld. Within 30 seconds, playing can be continued from the last goal indication by deduction of a credit.
7. If further credit is present in the memory, the display remains operative. In the absence of credit, the display extinguishes after 30 seconds.

## **Time- / Goal - Play**

1. At the beginning of the game (basic position), the game display indicates zero.  
All other displays are inactive.
2. Upon insertion of a coin, the number of games is indicated.  
All other displays are inactive.
3. Upon pressing of the "Start" push-button, the "maximal number of goals" flashes.  
The time display indicates the maximal time, the puck is released, and the fan starts.
4. At the beginning of a game (time in progress), the decimal point flashes on the time display.  
The display indicates the rounded (up or down) time.
5. The final 30 seconds are counted in intervals of one second.
6. If the time has completely elapsed, although the preset maximal number of goals has not yet been attained, and if a goal is achieved in this time, the puck is withheld.
7. At the end of the game, the fan switches off. If credit is still present in the memory, the display remains operative.  
In the absence of credit, the display extinguishes after 30 seconds.



## Parts List / Chassis/ Lamp



### Chassis

Position	Article number	Designation	Comment
01	11583810	Playing Surface	
02	60066172	Plate	Merkur Gaming
03	60051673	Frame	left / yellow
3A	60051675	Frame	right / yellow
04	60005221	Corner	black
05	60051674	Frame	yellow / 2x
06	60027511	Goal Frame	
07	60004689	Legs	
08	60037066	Cup Foot	

### Lamp (Design "de Luxe")

Position	Article number	Designation	Comment
09	60042162	Retainer	right / welded
10	60042161	Retainer	left / welded
11	60041343	Lamp	complete
12	60041287	Display	complete
12A	60041331	Display Chassis	
12B	60041320	Filter Glass	
12C	60041321	Reflector	
12D	60036936	Goal Display Unit	



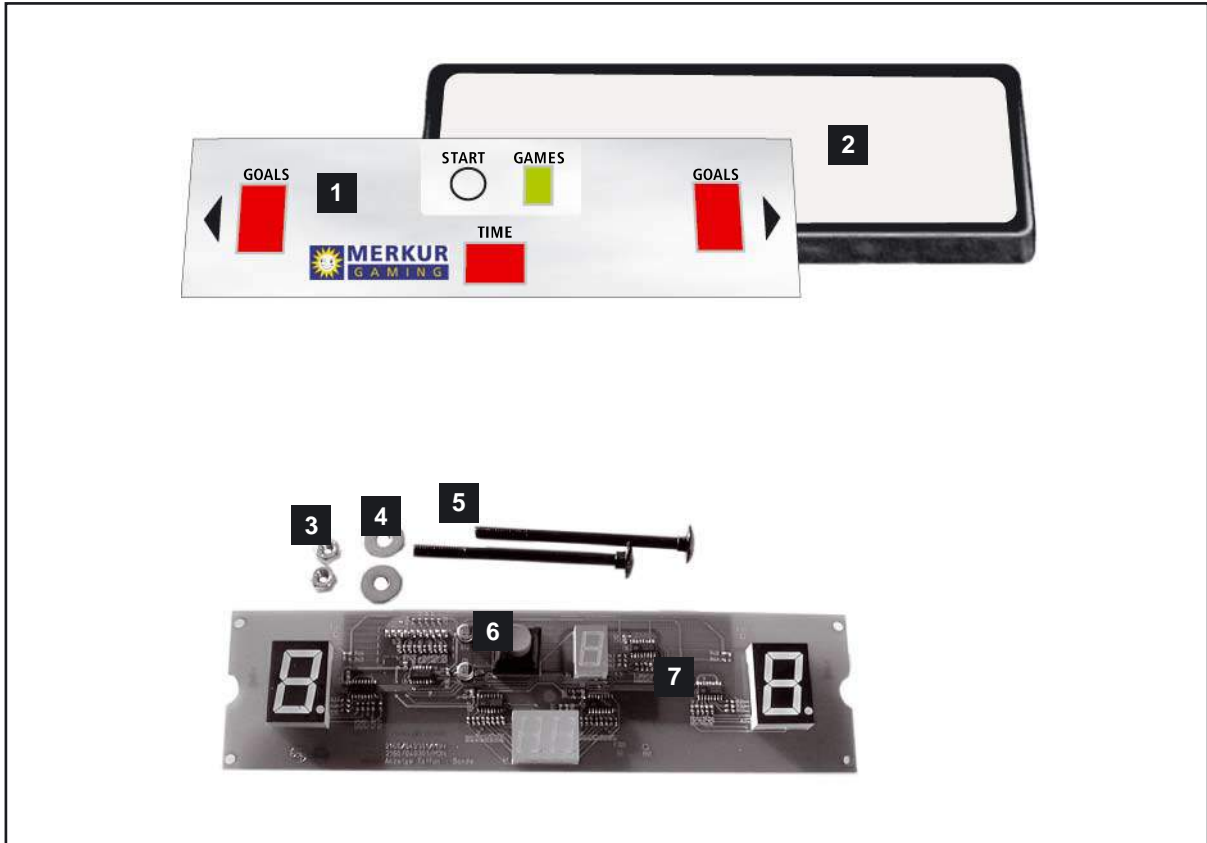
#### Information!

Extract from the parts list. The complete parts list, please refer to the online shop in our web site at:

[www.adp-gauselmann.de](http://www.adp-gauselmann.de)



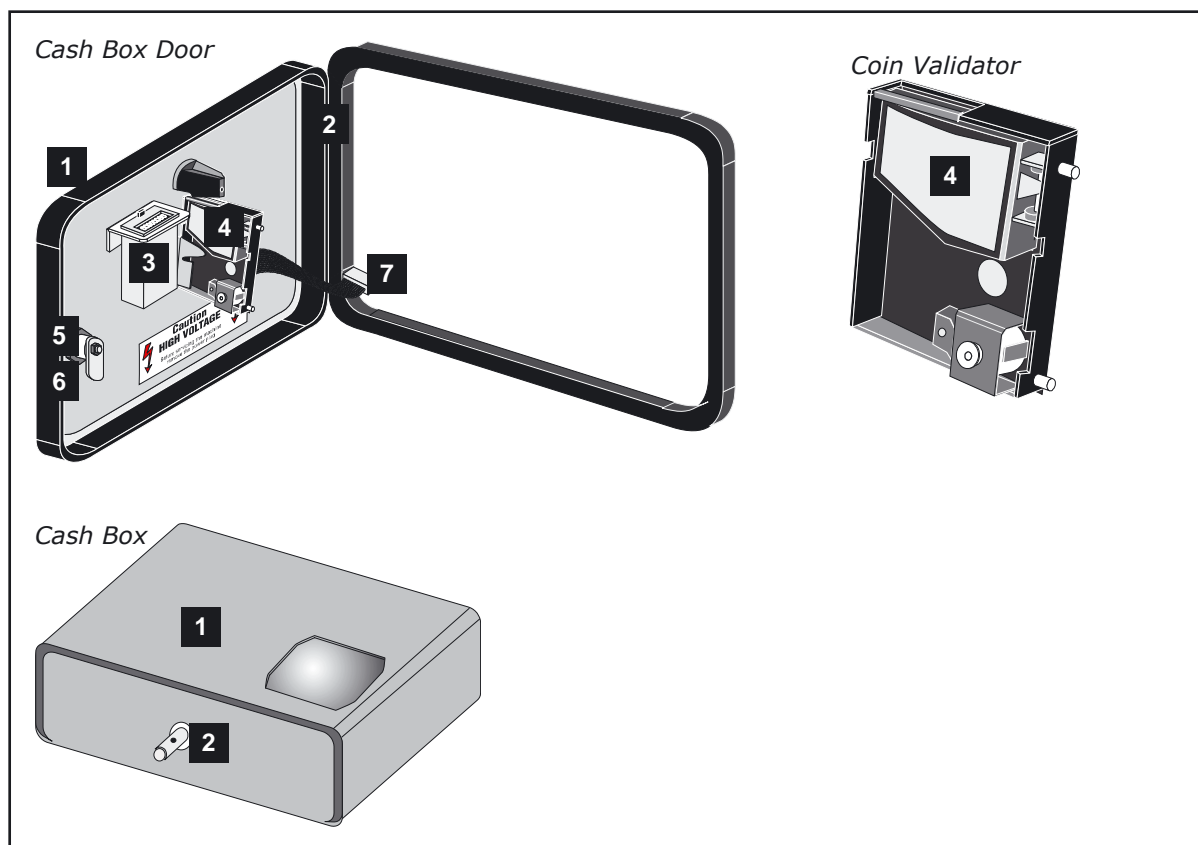
## Parts List / Display



Position	Article number	Designation	Comment
01	60065815	Front Panel	Merkur Gaming
02	60041319	Display Frame	complete
03	60020885	Nut	
04	60004857	Washer	
05	60041311	Screw	
06	60004106	Push Button Switch	
07	60038126	Display Circuit Board	



## Parts List / Cash Box Door / Cash Box



### Cash Box Door

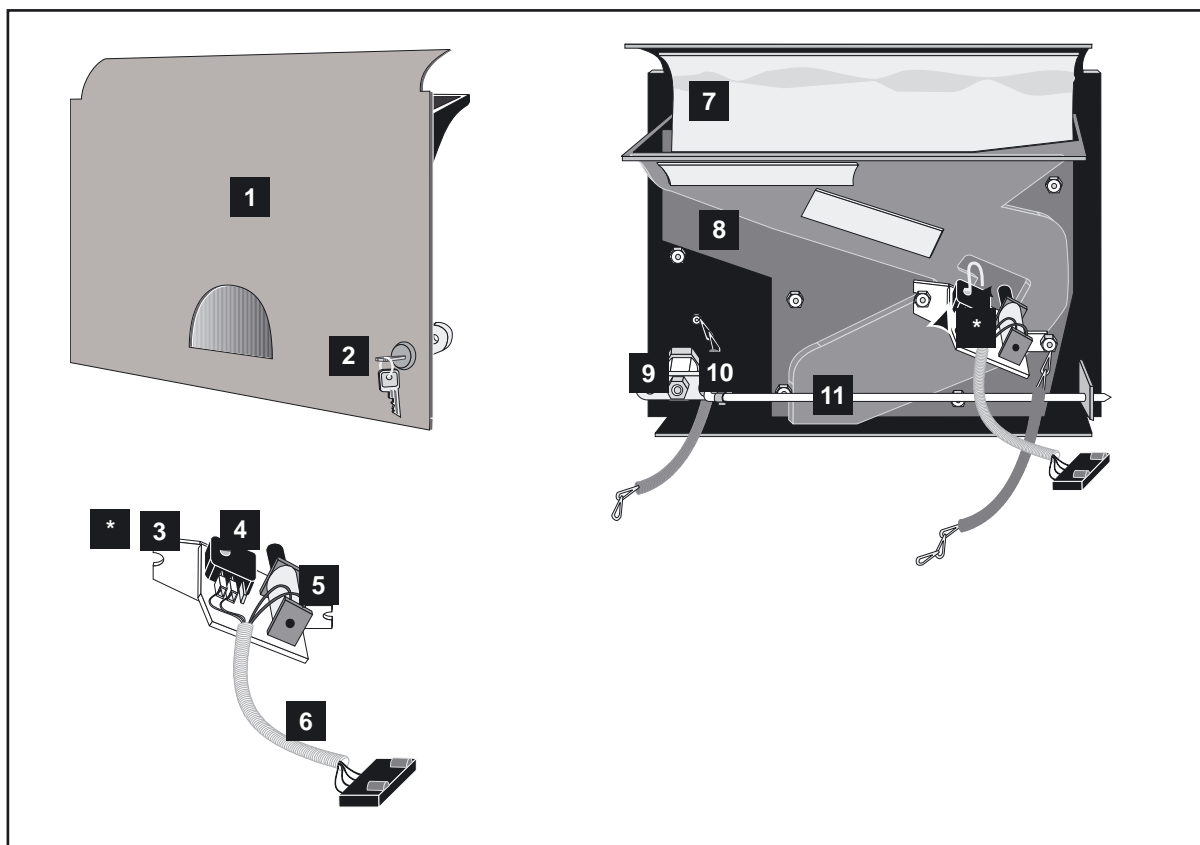
Position	Article number	Designation	Comment
01	60043674	Coin Door	complete
02	60025491	Door with Frame	
03	60041344	Game Counter	5-pos.
04	60053781	NRI Coin Validator G13 MFT	exchange
05	50002669	Lock	
06	50010355	Latch	
07	50007935	Cable Harness G13	
o.Abb.	60043577	Coin Insert Plate	

### Cash Box

Position	Article number	Designation	Comment
01	60003990	Cash Box	
02	60000909	Cash Box Latch	



## Parts List / Puck Door

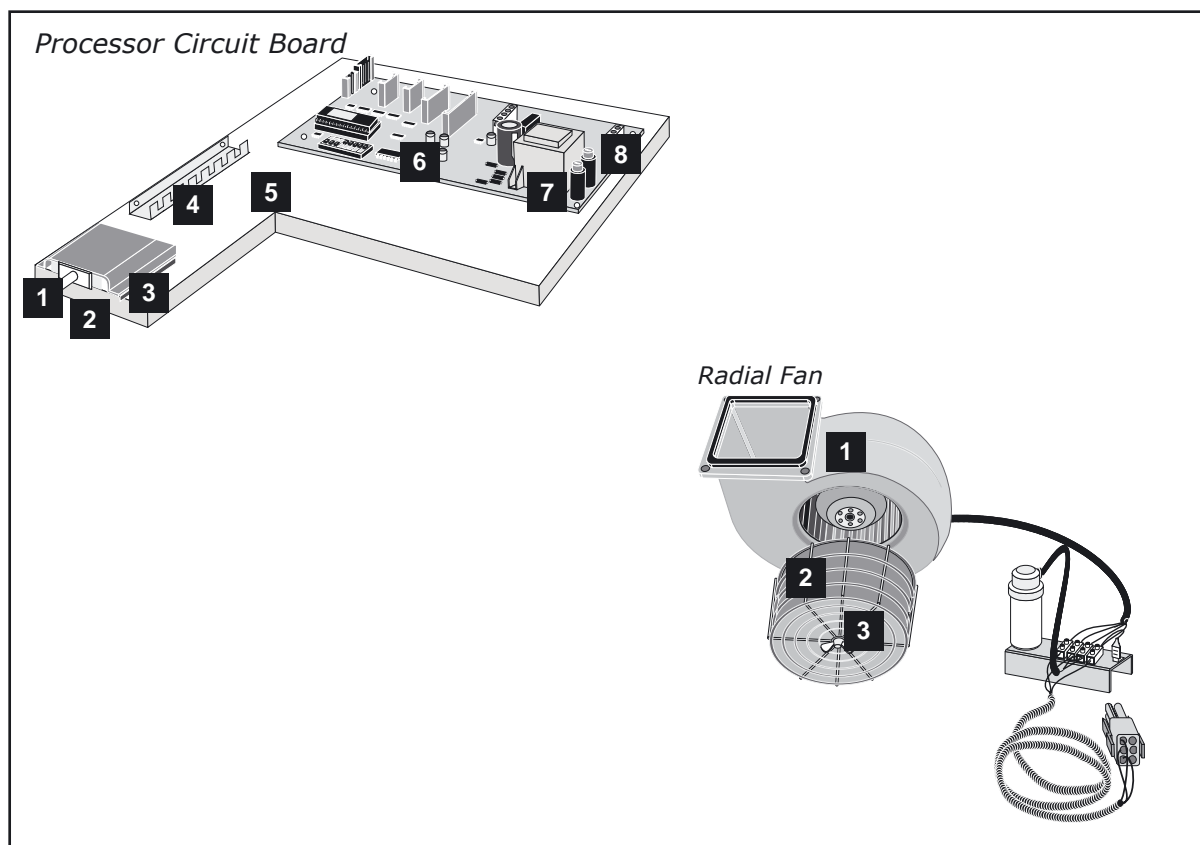


Position	Article number	Designation	Comment
01	60004154	Goal Unit	complete
02	60008188	Lock	
*	60005780	Puck with Holding Unit	complete
03	60007843	Retainer Plate	
04	60004433	Micro Switch	
05	60003999	Puck with Holder	
06	60007862	Cable Harness	
07	60004107	Rubber Stop	
08	60004003	Puck Dispenser	Plastic
09	60010190	Latch	
10	60002166	Clamping Spring	
11	60027525	Latch Rod	
not. ill.	60002846	Six - Conductor - Coupler	2 x 6 pin
not. ill.	60007844	Nut	self-locking
not. ill.	60003208	Nut	





## Parts List / Processor Circuit Board / Radial Fan



### Processor Circuit Board

Position	Article number	Designation	Comment
01	60003992	Service Switch	
02	60041318	Retainer Service Switch	
03	60041317	Cover Plate Service Switch	
04	60031000	Metal Bracket (Ground)	
05	60042300	Slide - In - Unit	complete
06	60036933	Processor Circuit Board	
07	60021941	Fuse	0,2 Amp. / 250 Volt
08	60021946	Fuse	2 Amp. / 250 Volt

### Radial Fan

Position	Article number	Designation	Comment
01	60003985	Fan	
02	60004166	Filter Mat	
03	60003986	Air Filter	complete

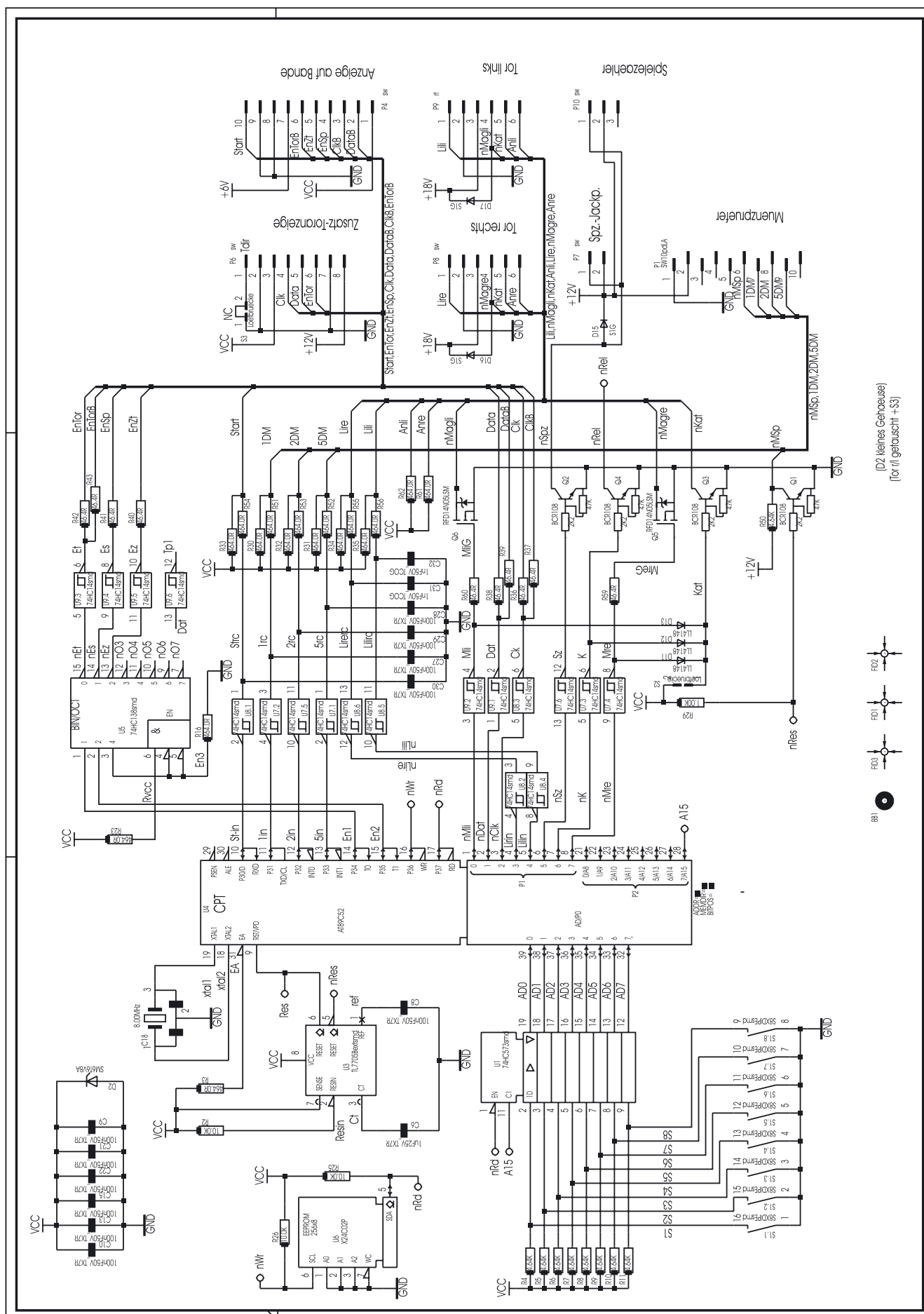


# Parts List / Accessories

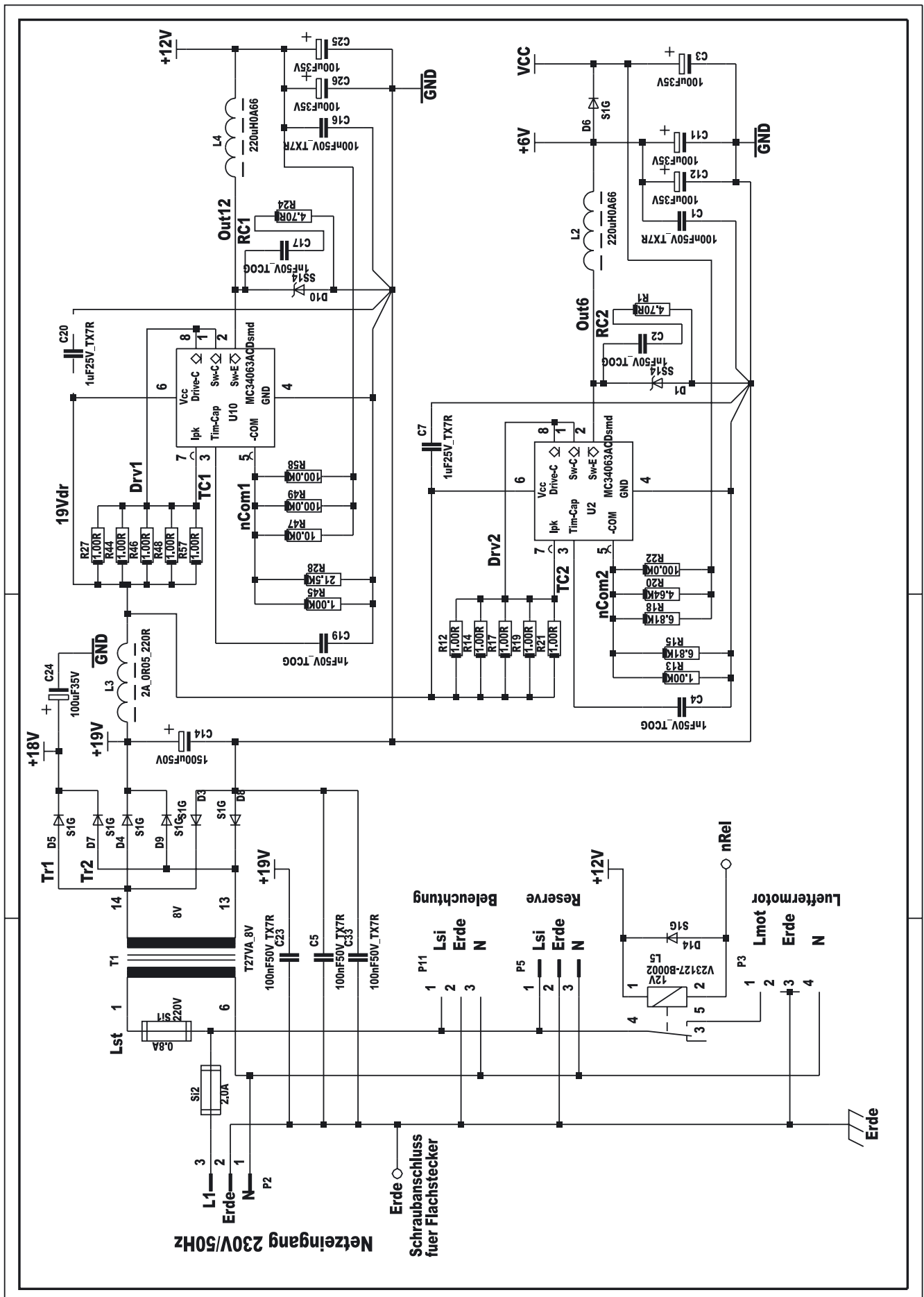


Position	Article number	Designation	Comment
01	60002213	Mallet	black
02	60074599	Puck	70 mm
03	60074598	Puck	80 mm
04	60004007	Ring	
05	60004008	Felt Disc	
06	60022235	Cleaner	Flash Spray

### ***Schematic Processor Circuit Board***



## Schematic Processor Circuit Board





# Declaration of Conformity

**adp Gauselmann GmbH**

(Name of Manufacturer)

**32312 Lübbecke, Boschstraße 8**

(Address)

hereby declare, under our sole responsibility, that the product

**Unterhaltungsautomat TYPHOON**

(Name)

**Profitech 3000**

(Type)

**AIR-HOCKEY**

(Model)

identified in this declaration conforms to the following standard(s) or normative document(s).

**EN 55022:1994; EN 61000-3-2+A14:1998; EN 61000-3-3:1998**

**EN 61000-6-1:2002** applicable IEC 1000 -4 -2, -3, -4, -5, -6, -8, -11, EN 55024

**EN 60335-1:2003; EN 60335-2-82:2004**

(title and/or names, as well as the issue date of the standard(s) or other normative documents)

(if applicable)

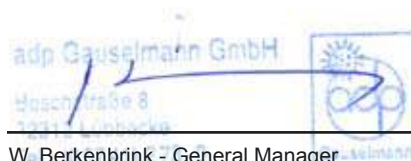
In accordance with the provisions of Directive

**89/336 CEE; 92/31 CEE; 93/68 CEE; 73/23 CEE; 89/392 CEE**

Lübbecke, 01. 06. 2005

(Address and Date of signature)

adp Gauselmann GmbH  
Boschstraße 8  
32312 Lübbecke  
W. Berkenbrink - General Manager





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